Department of Information Technology

Academic Year: 2017-2018

Project Gr No: 4

**“Exploration Through Virtual and Augmented Reality”**

| **Roll No** | **Name of Project Member** | **Signature** |
| --- | --- | --- |
| 19 | Vaibhav Goyal |  |
| 54 | Radhika Raghuwanshi |  |
| 77 | Rohini Yedelli |  |

Mentor

Mrs. Smita Jangale

Associate Professor, INFT

**Social Relevance:**

“Exploration” will help to inculcate learning and provide amazing experience to kids as well as adults. It will provide them a whole new look towards virtual world using Virtual and Augmented Reality.

**Abstract:**

In this advanced era of technology, people believe what they see and experience through their eyes. Virtual Reality is a computer simulated reality which replicates a real environment, and simulate a user's physical presence in this environment while Augmented Reality blurs the line between what's real and what's computer-generated by enhancing what we see, hear, feel and smell. This alone showcases the potential of Virtual and Augmented Reality in fields of gaming, e-commerce, tourism, education etc. to provide real life experiences.

The proposed android application “Exploration” will be a perfect blend of virtual and augmented reality. “Exploration” will be comprised of various applications from playing puzzle on a simple piece of paper to providing information about certain objects around you in the real world which would provide a more immersive and interactive real environment to everyone.

**Project Outcomes:**

In this project, we aim to investigate and apply various innovative applications of Virtual and Augmented Reality on real life surroundings and enhance the skills of individuals and society in an interactive manner.

**Hardware/Software Requirement:**

1. Unity3D(Personal Edition)
2. VR Headset
3. Smartphone with Gyroscope and Magnetometer sensor
4. Vuforia

**References:**

1. <https://unity3d.com/>
2. <https://developer.vuforia.com/>
3. <https://en.wikipedia.org/>